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jc690 U.S. PTO

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Inventorship.....Sierra et al.
Applicant..... Microsoft Corporation
Attorney's Docket No. MS1-486US
Title: Methods And Arrangements For Providing Non-Modal Reminder Information In A Graphical User Interface

TRANSMITTAL LETTER AND CERTIFICATE OF MAILING

To: Commissioner of Patents and Trademarks
Washington, D.C. 20231

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The following enumerated items accompany this transmittal letter and are being submitted for the matter identified in the above caption.

1. Transmittal Letter with Certificate of Mailing included.
2. PTO Return Postcard Receipt
3. Check in the Amount of \$802.00
4. Fee Transmittal
5. New patent application (title page plus 15 pages, including claims 1-24 & Abstract)
6. Executed Declaration
7. 3 sheets of formal drawings (Figs. 1-3)
8. Assignment w/Recordation Cover Sheet

Large Entity Status [x]

Small Entity Status []

The Commissioner is hereby authorized to charge payment of fees or credit overpayments to Deposit Account No. 12-0769 in connection with any patent application filing fees under 37 CFR 1.16, and any processing fees under 37 CFR 1.17.

Date: 4-6-2000

By: Thomas A. Jolly
Thomas A. Jolly
Reg. No. 39,241

CERTIFICATE OF MAILING

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Date: 4/6/00

By: Lori A. Vierra
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IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

APPLICATION FOR LETTERS PATENT

**Methods And Arrangements For Providing Non-Modal
Reminder Information In A Graphical User Interface**

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ATTORNEY'S DOCKET NO. MS1-486US

1 **RELATED APPLICATION**

2 This application claims priority from U.S. Provisional Application Serial
3 No. ____/_____, filed December 15, 1999 (Applicant's Docket Number
4 149398.1, entitled "Password Hint Reminder Balloon", express mailing label
5 number EL425348716US), the disclosure of which is incorporated by reference
6 herein.

7
8 **TECHNICAL FIELD**

9 This invention relates to computers and software, and more particularly to
10 methods and arrangements for selectively providing reminder information, in a
11 non-modal manner, within a graphical user interface (GUI) computing
12 environment.

13
14 **BACKGROUND OF THE INVENTION**

15 Computer systems and other resources are typically protected from
16 inadvertent use and/or otherwise unauthorized access through the use of user
17 names and passwords. The passwords are meant to be secret. Those entering the
18 correct user name and password are allowed to access the protected computing
19 resources, data, etc.

20 A user may be required to remember several different user names and/or
21 passwords. For example, a user may have a company defined user name at work
22 that is associated with a password of their choosing. The same user may have
23 another user name and password for use with a home network, the Internet, an
24 intranet, a World Wide Web (WWW) page, or the like. Keeping track of these
25 different identifiers can be difficult.

Consequently, a recent trend calls for the inclusion of a user defined password reminder or hint that can be manually requested by the user whenever he/she cannot remember the password. Thus, for example, if the user's password is "Rover", then the password reminder may be "The name of my first pet when I lived in Michigan". Hence, the user could request this hint when trying to remember "Rover".

One of the drawbacks to this type of password reminder is that the user needs to actively initiate the reminder. Another drawback is that the reminder information is usually displayed in a modal dialog format that retains the focus of the graphical user interface until acknowledged or otherwise explicitly shutdown. Thus, users typically need to ask for the hint and then acknowledge the hint. This tends to waste time and may frustrate certain users.

It would be advantageous to have improved methods and arrangements that automatically display reminder information at appropriate times, without requiring any additional user input or interfering with the user's ability to interact with the graphical user interface.

SUMMARY OF THE INVENTION

The present invention provides improved methods and arrangements that automatically display reminder information at appropriate times, without requiring any additional user input and without significantly interfering with the user's ability to interact with the graphical user interface.

Thus, for example, the above stated needs and others are met by a method that includes displaying at least one user input field within a graphical user interface, and automatically displaying reminder information associated with the

1 user input field through a non-modal mechanism within the graphical user
2 interface. The method may further include monitoring user input activities and
3 automatically displaying the reminder information associated with the user input
4 field through the non-modal mechanism after a defined period of user input
5 inactivity. For example, if a user is unable to remember a password, then the
6 method provides an automatic non-intrusive way for the reminder information,
7 which the user previously entered when setting up their password, to be displayed.
8 A tip balloon is one type of a non-modal display mechanism that does require the
9 user to respond and does not interfere graphically and/or operationally with the
10 ongoing graphical user interface supported process.

11 **BRIEF DESCRIPTION OF THE DRAWINGS**

12
13 A more complete understanding of the various methods and arrangements
14 of the present invention may be had by reference to the following detailed
15 description when taken in conjunction with the accompanying drawings wherein:

16 Fig. 1 is a block diagram depicting an exemplary computer system suitable
17 for use in the inputting and the outputting of user reminder information.

18 Fig. 2 is an illustrative representation of user reminder information being
19 displayed in a non-modal manner using a computer system, for example, as in Fig.
20 1.

21 Fig. 3 is flowchart depicting a process for inputting and outputting user
22 reminder information in a non-modal manner using a computer system, for
23 example, as in Fig. 1.
24
25

DETAILED DESCRIPTION

As shown in Fig. 1, computer 20 includes one or more processors or processing units 21, a system memory 22, and a bus 23 that couples various system components including the system memory 22 to processors 21. Bus 23 represents one or more of any of several types of bus structures, including a memory bus or memory controller, a peripheral bus, an accelerated graphics port, and a processor or local bus using any of a variety of bus architectures.

The system memory includes read only memory (ROM) 24 and random access memory (RAM) 25. A basic input/output system (BIOS) 26, containing the basic routines that help to transfer information between elements within computer 20, such as during start-up, is stored in ROM 24.

Computer 20 further includes a hard disk drive 27 for reading from and writing to a hard disk, not shown, a magnetic disk drive 28 for reading from and writing to a removable magnetic disk 29, and an optical disk drive 30 for reading from or writing to a removable optical disk 31 such as a CD ROM, DVD ROM or other optical media. The hard disk drive 27, magnetic disk drive 28 and optical disk drive 30 are each connected to bus 23 by applicable interfaces 32, 33 and 34, respectively.

The drives and their associated computer-readable media provide nonvolatile storage of computer readable instructions, data structures, program modules and other data for computer 20. Although the exemplary environment described herein employs a hard disk, a removable magnetic disk 29 and a removable optical disk 31, it should be appreciated by those skilled in the art that other types of computer readable media which can store data that is accessible by a computer, such as magnetic cassettes, flash memory cards, digital video disks,

1 random access memories (RAMs) read only memories (ROM), and the like, may
2 also be used in the exemplary operating environment.

3 A number of program modules may be stored on the hard disk, magnetic
4 disk 29, optical disk 31, ROM 24, or RAM 25, including an operating system 35,
5 one or more application programs 36, other program modules 37, and program
6 data 38. A user may enter commands and information into computer 20 through
7 input devices such as keyboard 40 and pointing device 42. Other input devices
8 (not shown) may include a microphone, joystick, game pad, satellite dish, scanner,
9 or the like. These and other input devices are connected to the processing unit 21
10 through an interface 46 that is coupled to bus 23.

11 A monitor 47 or other type of display device is also connected to bus 23 via
12 an interface, such as a video adapter 48. In addition to the monitor, personal
13 computers typically include other peripheral output devices (not shown) such as
14 speakers and printers.

15 Computer 20 can operate in a networked environment using logical
16 connections to one or more remote computers, such as a remote computer 50.
17 Remote computer 50 may be another personal computer, a server, a router, a
18 network PC, a peer device or other common network node, and typically includes
19 many or all of the elements described above relative to computer 20. The logical
20 connections depicted in Fig. 2 include a local area network (LAN) 51 and a wide
21 area network (WAN) 52. Such networking environments are commonplace in
22 offices, enterprise-wide computer networks, intranets, and the Internet.

23 When used in a LAN networking environment, computer 20 is connected to
24 the local network 51 through a network interface or adapter 156. When used in a
25 WAN networking environment, computer 20 typically includes a modem 54 or

1 other means for establishing communications over the wide area network 52, such
2 as the Internet. Modem 54, which may be internal or external, is connected to bus
3 23 via interface 46. In a networked environment, program modules depicted
4 relative to the personal computer 20, or portions thereof, may be stored in the
5 remote memory storage device. It will be appreciated that the network
6 connections shown are exemplary and other means of establishing a
7 communications link between the computers may be used.

8 Reference is now made to Fig. 2, which is an illustrative representation of
9 user reminder information being displayed in a non-modal manner using computer
10 20. As shown, a non-modal, tip balloon or hint balloon 116 is selectively
11 displayed within a graphical user interface (GUI) display 100 on display 47 in an
12 attempt to assist a user attempting to logon to computer 20. Here, the user is
13 reminded that his/her password is a pet's name. In this example, it is assumed that
14 computer 20 has been set-up to accommodate the applicable reminder information,
15 as will be described in subsequent sections.

16 Since there are several pieces of information presented to the user within
17 GUI display 100, the following description will walk-through an exemplary user
18 logon process to highlight various aspects.

19 As shown, the user is initially prompted to select a user identifier through
20 initial prompt 102. The user can respond by viewing one or more user identifier
21 prompts 104. Thus, if computer 20 is configured to support a plurality of users,
22 then a plurality of user identifier prompts 104 can be displayed. In this example,
23 only one user identifier prompt 104 is shown.

24 Within user identifier prompt 104, there is at least one selectable user area
25 106. Here, user identifier prompt 104 includes two different selectable user areas

1 106a-b. Selectable user area 106a is a graphical, iconic, or like representation
2 associated with the user. For example, selectable user area 106a may include a
3 picture of the user. Selectable user area 106b is a textual identification associated
4 with the user. Thus, for example, the user's name may be displayed in selectable
5 user area 106b.

6 Once the user has selected a user identifier, then GUI display 100 further
7 provides the user with a password prompt 108 associated with at least one user
8 input field 110. In this example, password prompt 108 and input field 110 are
9 displayed within user identifier prompt 104 following selection of either selectable
10 user area 106a or selectable user area 106b.

11 At this stage in the login process, the user will need to input their password
12 in input field 110 and confirm the input by hitting ENTER on their keyboard 40,
13 or by graphically selecting (e.g., clicking) "go" button 112.

14 If, for some reason, the user is unable to remember their password, then the
15 user can manually request a "hint" using a manual hint area 114. Manual hint area
16 114 may include text, graphics, etc. When the user selects manual hint area 114,
17 reminder information 116, which was previously entered by the user during set up,
18 is displayed in a non-modal manner. For example, in Fig. 2, a hint balloon 118 is
19 presented as pointing to manual hint area 114. Hint balloon 118 is non-modal in
20 that it does not interfere with the user's ability to view input field 110 and does not
21 require user acknowledgement in some manner. Instead, hint balloon 118 appears
22 when summoned by the user and then automatically disappears from GUI display
23 100 when the user inputs information through input field 110.
24
25

1 Since the manual hint requesting process described above requires users to
2 actively solicit a hint, this may lengthen the login process. Thus, in accordance
3 with certain implementations a passively activated hint process is also provided.

4 In this example, hint balloon 118 is displayed without the user manually
5 requesting it whenever the user appears to be having trouble remembering their
6 password. Thus, for example, if the user has failed to input information into input
7 field 110 for a given amount of time, then hint balloon 118, or other like non-
8 modal display mechanism, is activated to show the user reminder information 116.
9 Accordingly, a timing mechanism can be implemented within the logon process
10 that monitors the user inputs and selectively activates hint balloon 118.

11 By way of example, in certain implementations the timing mechanism is
12 preferably set to at least about three (3) seconds. In other implementations, the
13 timing mechanism is set to about ten (10) seconds. In still other implementations,
14 the timing mechanism is set to about twenty (20) seconds. Once the user begins to
15 input their password, then hint balloon 118 goes away.

16 With this in mind, Fig. 3 is flowchart depicting a process 200 for inputting
17 and selectively outputting user reminder information 116.

18 Step 202 is performed as part of the user's set-up process, wherein the user
19 is typically permitted to input their password, and confirm their password. The
20 set-up process can support, for example, access to an operating system. In step
21 202, the user is also permitted to input reminder information 116. Certain users
22 may decide not to input reminder information 116. For these users, there is no
23 manual or automatic displaying of hint balloon 118.

24 For users that do input reminder information 116, manual and automatic
25 displaying of the reminder information 116 through hint balloon 118, for example,

1 is available. Thus, per step 204, during subsequent logon the user is provided with
2 at least one user input field 110. In step 206, it is determined if the user may
3 benefit from the reminder information. This can be accomplished as described
4 above by monitoring the user's inactivity with respect to the input field. Next, in
5 step 208, the reminder information is displayed using a non-modal technique, such
6 as, for example, hint balloon 118.

7 In step 210, the reminder information 116 is no longer displayed to the user.
8 Thus, for example, as the user begins providing an input through input field 110
9 then, according to step 210, hint balloon 118 is no longer displayed.

10 Process 200 may also be configured to be recursive by returning to step 206
11 from step 210. In this manner, if a user is distracted or hesitating at some point
12 while entering their password, then hint balloon 118 can be displayed/re-
13 displayed.

14 Although some preferred embodiments of the various methods and
15 arrangements of the present invention have been illustrated in the accompanying
16 Drawings and described in the foregoing Detailed Description, it will be
17 understood that the invention is not limited to the exemplary embodiments
18 disclosed, but is capable of numerous rearrangements, modifications and
19 substitutions without departing from the spirit of the invention as set forth and
20 defined by the following claims.

1 **CLAIMS**

2 1. A method comprising:
3 displaying at least one user input field within a graphical user interface; and
4 automatically displaying reminder information associated with the user
5 input field through a non-modal mechanism within the graphical user interface.

6
7 2. The method as recited in Claim 1, wherein automatically displaying
8 reminder information further includes monitoring user input activities and
9 automatically displaying reminder information associated with the user input field
10 through the non-modal mechanism after a defined period of user inactivity.

11
12 3. The method as recited in Claim 2, wherein the defined period of user
13 inactivity is greater than about three seconds.

14
15 4. The method as recited in Claim 1, wherein the user input field is
16 configured to input a password.

17
18 5. The method as recited in Claim 4, wherein the reminder information
19 includes user provided password reminder information.

20
21 6. The method as recited in Claim 1, wherein the non-modal
22 mechanism includes a tip balloon.

1 7. The method as recited in Claim 6, wherein the tip balloon is
2 graphically associated with a manual hint input mechanism within the graphical
3 user interface.

4
5 8. The method as recited in Claim 7, wherein the tip balloon is
6 operatively associated with the manual hint input mechanism thereby allowing the
7 user to selectively display the reminder information associated with the user input
8 field through the non-modal mechanism.

9
10 9. A computer-readable medium having computer-executable
11 instructions for performing steps comprising:

12 displaying at least one user input field on the display; and
13 automatically displaying reminder information associated with the user
14 input field through a non-modal mechanism within the graphical user interface.

15
16 10. The computer-readable medium as recited in Claim 9, wherein
17 automatically displaying reminder information further includes monitoring user
18 input activities and automatically displaying reminder information associated with
19 the user input field through the non-modal mechanism after a defined period of
20 user inactivity.

21
22 11. The computer-readable medium as recited in Claim 10, wherein the
23 defined period of user inactivity is greater than about three seconds.

1 12. The computer-readable medium as recited in Claim 9, wherein the
2 user input field is configured to input a password.

3
4 13. The computer-readable medium as recited in Claim 12, wherein the
5 reminder information includes user provided password reminder information.

6
7 14. The computer-readable medium as recited in Claim 9, wherein the
8 non-modal mechanism includes a tip balloon.

9
10 15. The computer-readable medium as recited in Claim 14, wherein the
11 tip balloon is graphically associated with a manual hint input mechanism within
12 the graphical user interface.

13
14 16. The computer-readable medium as recited in Claim 15, wherein the
15 tip balloon is operatively associated with the manual hint input mechanism thereby
16 allowing the user to selectively display the reminder information associated with
17 the user input field through the non-modal mechanism.

18
19 17. An arrangement comprising:
20 memory;
21 a display device;
22 a user input device; and
23 a processor operatively coupled to the memory, the display device and the
24 user input device, the processor being configured to:
25

1 display at least one user input field within a graphical user interface
2 on the display device; and

3 automatically display reminder information associated with the user
4 input field through a non-modal mechanism within the graphical user
5 interface.

6
7 18. The arrangement as recited in Claim 17, wherein the processor is
8 further configured to monitor the user input device and automatically display
9 reminder information associated with the user input field through the non-modal
10 mechanism after a defined period of user input device inactivity.

11
12 19. The arrangement as recited in Claim 18, wherein the defined period
13 of user inactivity is greater than about three seconds.

14
15 20. The arrangement as recited in Claim 17, wherein the user input field
16 is configured to input a password.

17
18 21. The arrangement as recited in Claim 20, wherein the reminder
19 information includes user provided password reminder information previously
20 stored in the memory.

21
22 22. The arrangement as recited in Claim 17, wherein the non-modal
23 mechanism includes a tip balloon.
24
25

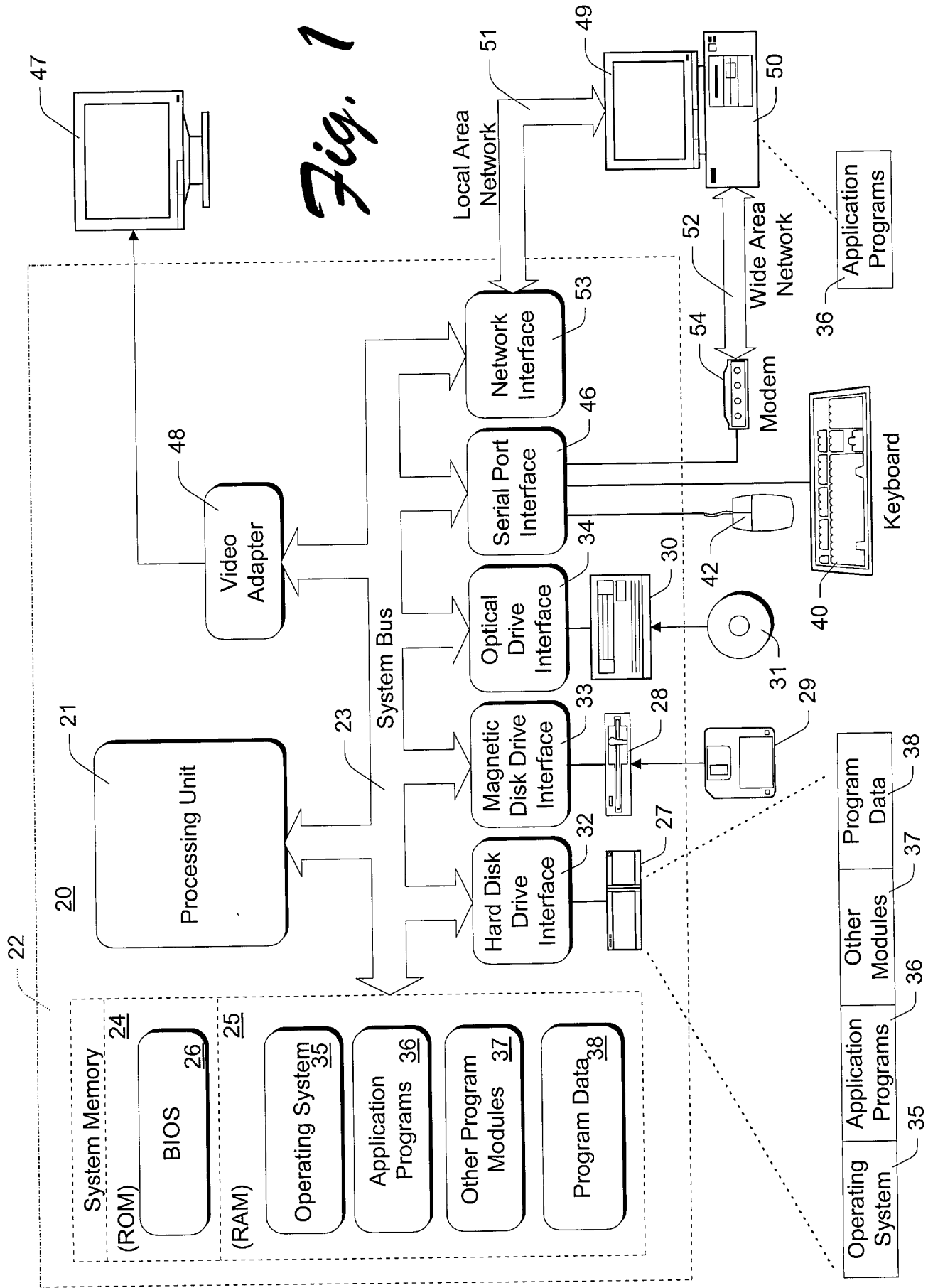
1 23. The arrangement as recited in Claim 22, wherein the tip balloon is
2 graphically associated with a manual hint input mechanism within the graphical
3 user interface.

4
5 24. The arrangement as recited in Claim 23, wherein the tip balloon is
6 operatively associated with the manual hint input mechanism thereby allowing the
7 user to selectively display the reminder information associated with the user input
8 field through the non-modal mechanism.

1 **ABSTRACT**

2 Methods and arrangements are provided that display at least one user input
3 field within a graphical user interface and automatically display reminder
4 information associated with the user input field through a non-modal mechanism
5 within the graphical user interface. The methods and arrangements monitor user
6 input activities and automatically display the reminder information associated with
7 the user input field through the non-modal mechanism after a defined period of
8 user input inactivity. For example, if a user is unable to remember a password,
9 then the methods and arrangements provide for an automatic non-intrusive way for
10 the reminder information, which the user previously entered when setting up their
11 password/account, to be displayed. A tip balloon is one type of a non-modal
12 display mechanism that does require the user to respond and does not interfere
13 graphically and/or operationally with the ongoing graphical user interface
14 supported process.
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Fig. 1



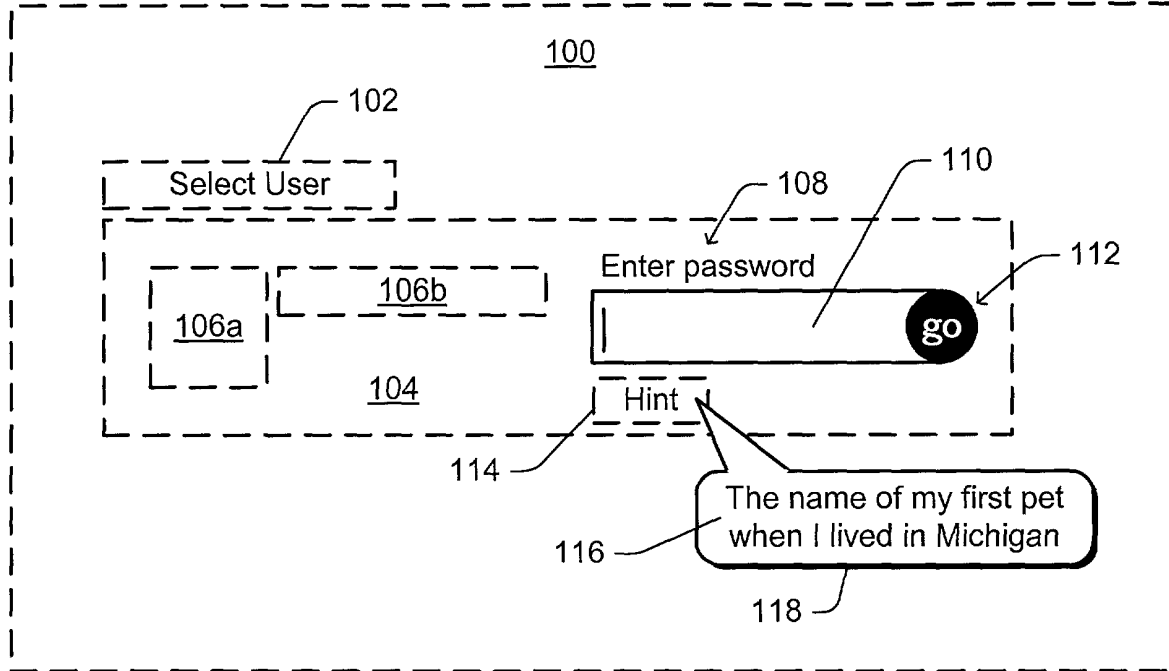
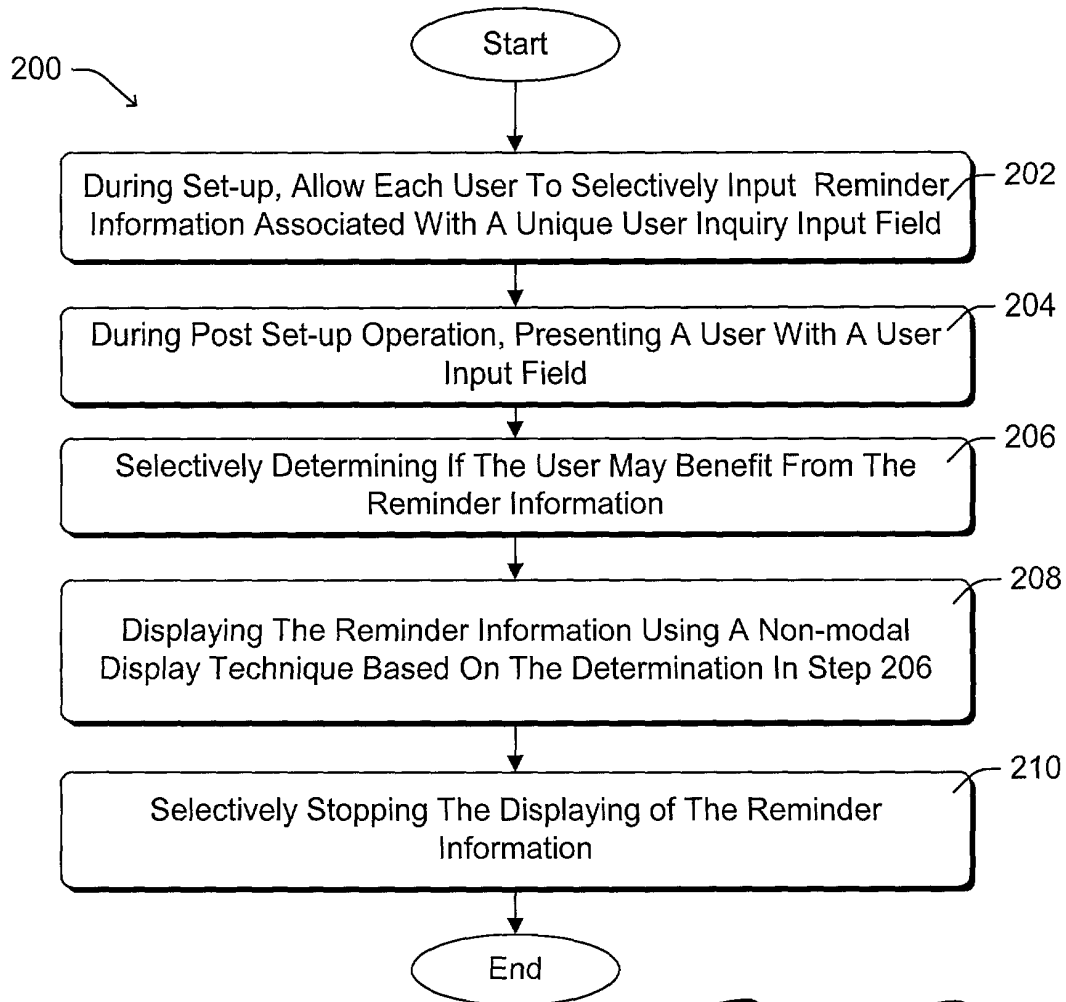


Fig. 2

*Fig. 3*

1 **IN THE UNITED STATES PATENT AND TRADEMARK OFFICE**

2 InventorshipSierra et al.
3 Applicant Microsoft Corporation
4 Attorney's Docket No. MS1-486US
5 Title: Methods And Arrangements For Providing Non-Modal Reminder
6 Information In A Graphical User Interface

7 **DECLARATION FOR PATENT APPLICATION**

8 As a below named inventor, I hereby declare that:

9 My residence, post office address and citizenship are as stated below next to
10 my name.

11 I believe I am the original, first and sole inventor (if only one name is listed
12 below) or an original, first and joint inventor (if plural names are listed below) of the
13 subject matter which is claimed and for which a patent is sought on the invention
14 entitled "Methods And Arrangements For Providing Non-Modal Reminder
15 Information In A Graphical User Interface," the specification of which is attached
16 hereto.

17 I have reviewed and understand the content of the above-identified
18 specification, including the claims.

19 I hereby claim benefit under 35 U.S.C. 119(e) of United States Provisional
20 Application 60/171212, filed December 15, 1999 (Applicant's Docket Number
21 149398.1, entitled "Password Hint Reminder Balloon").

22 I acknowledge the duty to disclose information which is material to the
23 examination of this application in accordance with Title 37, Code of Federal
24 Regulations, § 1.56(a).

25 PRIOR FOREIGN APPLICATIONS: no applications for foreign patents or
 inventor's certificates have been filed prior to the date of execution of this
 declaration.

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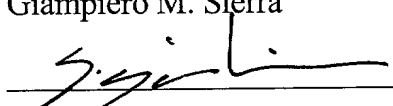
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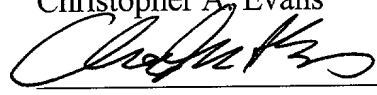
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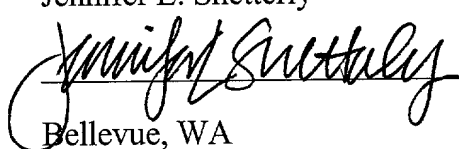
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